

Interpolation v1.0

Linear Interpolation is a method that can be used for predicting. Very often something changes over a period of time: an object might change its position; a computer graphic image might change its shape; a population might increase. **Linear interpolation** allows you to predict an unknown value(position, shape, population, etc.) if you know any two particular values and assume that the rate of change is constant.

Linear interpolation assumes

1. that you know two particular values.
2. that the process is changing at a constant rate
3. that you desire to find an unknown data point

The program requires the following input:

Large 1st value
Large 2nd value
Small 1st value
Small 2nd value
Unknown 1st value
Unknown 2nd value

Example:

.5478	.55	.5517
.12	x	.13

The number can be in any order **as** long as you are *consistent*.

Large 1 st	= .5517	Large 1 st	= .13
Large 2 nd	= .13	Large 2 nd	= .5517
Small 1 st value	= .5478	Small 1 st value	= .12
Small 2 nd value	= .12	Small 2 nd value	= .5478
Unknown 1 st value	= .55	Unknown 1 st value	= 0
Unknown 2 nd value	= 0	Unknown 2 nd value	= .55

Mark Ganoe
ganoel@hotmail.com